

## Species and Individual Mechanics

Each species has the following characteristics:

- A set of abilities it can acquire through various mechanics
- A set of base stats that all species get (with some modifications)
- A set of forms that members of the species can have. A species' form is determined upon creation and (except for *\*very\** rare circumstances, cannot be changed)

When an individual of a species is created, the following parameters are determined:

- It's Individual values: a number for each stat ranging from 0-200 that can't be changed. This number is added to the pet's stat
- It's egg abilities - these are abilities that are given to the pet upon creation

## Species acquisition Mechanics

When players join, they will be able to create a pet from one of the 20 "starter" pet species. Other pet species are available in limited amounts through gameplay mechanics and other means. Players will typically have to "earn" pets of rarer species through gameplay, with a limited supply of each non-starter species being available. The rarity of a species roughly determines how hard the species is to get:

Starter  
Common  
Uncommon  
Rare  
Ultra Rare  
Legendary  
Mythical

The populations of all non-starter pets is capped, and pets (and the items to create them) will only be obtainable once their population is below the population cap. Rarer pet types will tend to have lower population caps. Common pets have the highest population cap, and mythical the lowest. Legendary pets will have a couple hundred at most, and mythical might have roughly 50. Ultra rare and lower rarity will often be at least 1000+. Players can check the population census to track which pets are available to be acquired.

Methods of Acquiring pets:

- Direct creation: all starter pets can be directly created. In addition, during certain special events limited number of other types of pets will be made available for direct creation
- Through items: Some pets can be hatched from items that can be stocked in NPC shops or earned through other means, such as quests or as prizes from gameplay.
- Through trading: Players can trade pets, or the items to create them, as they can any other in game asset. These trades can involve other pets, items, currency, or any other tradable in game thing
- Through random encounters: Certain species can be randomly encountered while exploring the main game world in certain areas. Most species can only be encountered in certain locations, and typically only rarely. There are also mechanics for tracking down when a certain species can be encountered and in which area. Once a pet of that species is encountered, players can attempt to capture it using special capture mechanics similar to pokemon (which involves weakening the target and trying to capture it with special items). The rarer the pet, the less likely they can be encountered. Also, since the population of these pets are limited, pets can only be encountered randomly when their population is below the population cap. In addition, encounters can be more likely during special events, such as "hordes" when players are more likely to encounter a pet of a certain species in a certain location. There will be mechanics to tracking hordes and figuring out what species are hoarding and where.
- Through quests: certain pet species can be acquired as rewards for completing certain quests or tasks in the game (such as collecting all items of a particular item class/type or doing other things)
- Rewards for gameplay achievement: Players may acquire pets after completing certain gameplay achievements, winning certain competitions, or various other types of gameplay activities. For example, players may be awarded a certain type or form of pet after completing a collection of items belonging to some class of items that has some relationship to the pet species/form
- As random events: Players may be randomly given a pet.
- As part of limited time events: some special pets with special markings/forms or other attributes may be given away in limited supply during special limited time events.
- (many other ways I have yet to think of)

Also, certain forms of a pet may only through certain special mechanics